

- 4. Culture
- 5. Notable Blood Fey
- 6. Trivia

Intelligence	Human level but can degrade temporarily due to 'thirst' or 'addiction'.
Nature	Depends on feeding type
Range	Can live in cities or town if more civilized, the more animalistic ones tend to live in the woods making a lair in a cave or digging themselves a burrow.
Diet	Blood, preferably Human but can feed off other humanoids, Fey or even animals
Prey	Humans, Humanoids, Fey and Animals
Predators	Witches (?), Dhampir (?)

Physiology

The appearance of a **Blood Fey** is that of a extraordinarily beautiful pale human with skin that can be described as "chalky", alabaster, or marble (because of its texture and feel, as well as its appearance). **Blood Fey** owe their unnatural pale complexion to their lack of blood flow, which they replaced via their feedings. Their beauty has been described as 'angelic' or even 'god-like'. This is one of the several features meant to attract their prey—more specifically, to attract, fascinate, and (if necessary) seduce, unsuspecting humans and/or humanoids.

They have a similar dietary constitution as a vampire, meaning they subsist off of blood as their only food source. Before the Conjunction of the Spheres, they would feed off other Fey at night but with the introduction of new races, Human blood has come to be, by far the most common source and the most appealing, and subsequently the most difficult for them to resist. As blood is the only component of a **Blood Fey's** diet, failing to drink blood (whether humanoid or animal) for an extended period of time will physically and mentally weaken a **Blood Fey**. The longer a **Blood Fey** abstains from blood, the more likely that the **Blood Fey** will lose their rationality and mental faculties until they give into their thirst, because their throats are described to be in "burning pain", which will worsen the longer they do not drink blood. Although it still gives them nutrition, animal blood is less appealing to a **Blood Fey**.

A Blood Fey's eyes are a giveaway for them after a feed, as they tend to change color for a couple hours after a feed depending on what they feed on: Bright red for humans, sky blue for other Fey and a warm honey-gold for animals.



Considered the physically strongest among the Blood Fey.



Considered the magically strongest among the Blood Fey.



Considered the most in control of themselves and social of the Blood Fey.

Abilities

- Physical

- **Fairy-Vampire Physiology:**

- **Blood Consumption:** Like Vampires **Blood Fey** gain sustenance and power from blood and bodily fluids usually by ingestion.
- **Blood Empowerment:** Like Vampires **Blood Fey** gain strength from the consumption of blood.

- **Blood Independence:** A **Blood Fey** can survive despite blood loss.
- **Supernatural Senses:** A **Blood Fey's** senses are greatly enhanced when compared to a human though similar to a True Higher Vampire, which enables them to see, hear, smell, feel, and taste things imperceptible to humans.
 - **Supernatural Sight:** While running, a **Blood Fey** can see and sense everything that is around them, allowing them to keep tabs of their surroundings and avoid hitting anything unnecessarily. When compared with that of a human everything is much sharper, and more defined to a **Blood Fey**, colors are much more vibrant, and their vision is unhindered by darkness.
 - **Blood Flow Vision:** **Blood Fey** have the ability to see the flow of blood of any living being.
 - **Night Vision:** **Blood Fey** have the power to see clearly in darkness.
- **Supernatural Smell:** When a **Blood Fey** hunts, they uses their sense of smell to find prey and hearing to track its movements. **Blood Fey** can smell objects several miles away in a good breeze. Smell is most intense to **Blood Fey**, because one can smell the blood of their prey. By not breathing, they feel uncomfortable due to the lack of smell, though they can survive without it. As they grow older and more disciplined, **Blood Fey** can learn to smell differences between the scents of various humans' blood, as well as scents of other things (like fabrics). The range of their senses can be increased (though only fractionally) through concentration. **Blood Fey** mostly rely on smell to find their prey and take in the environment, which is partly why they find the lack of breathing uncomfortable.
- **Supernatural Hearing:** **Blood Fey** can hear the most muted sounds. They also have an instinctive reaction to danger. They can hear sounds coming from several miles away, and even with their eyes closed, they can be sure that there are multiple people in a room thanks to their varied breathing patterns. They can hear the sound of a heartbeat, a pulse thudding in a vein, and words spoken too quietly or too fast for humans to detect.
- **Sense of Touch:** Despite being seemingly indestructible and hard-skinned, **Blood Fey** can feel the things they touch, no matter the softness; such as fur, the coolness of wind, etc. They can feel the slightest changes of temperature around them, though they are not bothered by it. They can feel the heat radiating from a human several meters away. When their skins meet sunlight, they can also feel its warmth. Physical pain is implied when their bodies are being ripped apart by something with similar supernatural strength.
- **Sense of Taste:** **Blood Fey** have a similarly enhanced sense of taste allowing them to taste flavors with much more depth and precision. They can taste the differences of particles in their atmosphere. They can also detect minute differences between similar flavors.
- **Sixth Sense:** **Blood Fey** also have a keen sense to danger, usually from something strong enough to harm them. Sometimes, they may even detect danger before they know it consciously.
- **Supernatural Speed:** One of the most amazing among their abilities is their speed. They are able to run in excess of a hundred miles per hour, substantially faster than the human eye can see. When **Blood Fey** run, they become "all but invisible". Compared to a True Higher Vampire a Blood Fey is inferior in terms of speed.
- **Supernatural Strength:** A **Blood Fey** is said to be dozens of times stronger than any human, able to lift objects several times their own weight. They can crush granite boulders, subdue any prey, crush metal, and uproot trees with their bare hands. Compared to a True Higher Vampire a Blood Fey is inferior in terms of strength.
 - **Enhanced Leaping:** A **Blood Fey's** strength also enables them to

leap incredible distances, such as across a river or between rooftops in cities.

Behaviors

Bonds

Blood Fey are mostly territorial and nomadic, but there are a few occasions for them to bond with someone else, humanoid or Fey.

The first bonding force is **romance**: If a **Blood Fey** falls in love, that feeling never fades away and that love is bound for eternity. As a general rule, only the bond between mates is strong enough to survive the competitive drive for blood. **Blood Fey** are capable of falling in love with members of other races, a **Blood Fey** can reproduce with members of other races though the child is always for some strange, unknown reason of the non-Blood Fey parent's race. A **Blood Fey** will continue to watch over their family for many generations until their natural death.

The second bonding force and the most rare is that of **conscience**: Very few **Blood Fey** exist that have a value for 'human life'. The consumption of humanoid and Fey blood is such a known aspect of a **Blood Fey's** life that few ever question it; the driving thirst for human blood seems irresistible. However, those who do learn to value human life in spite of this reality are able to subsist on animal blood. Animal blood is unappealing to the **Blood Fey**, and thus a difficult diet to maintain. Those who make the sacrifice, though, experience related benefits. In the absence of human blood, the competitive drive disappears. As such **Blood Fey** are able to form bonds of love in addition to the bond between mates. The weak coven alliance is replaced by a strong, family-style union. The few civilized **Blood Fey** families found in [The Kingdom of Golden Oak Forest](#), [The Kingdom of Night Ash Forest](#) and [The Republic of Mages](#) are examples of this.

Lairing

Civilized **Blood Fey** tend to live in cities or town since they don't need to sleep they will attend to a normal day as if they were a human and hunt at night. Sunlight reacts with their skin which has a natural translucent crystalline structure making them glow like an illuminated crystal, revealing their true nature as such when a **Blood Fey** that lives amongst humans or other Fey goes out during the day they tend to wear a full body cloak, gloves and long thick boots.

The more animalistic **Blood Fey**, the ones who have gone awhile without feeding or have given into their blood addiction however tend to live in the woods making a lair in a cave or digging themselves a burrow. They still know to avoid the light of the sun which makes them easier to spot as in their animalistic state they tend to lose clothing and coverings.

Predation

Blood Fey habitually hunt at night, though the proper implementation of a system they can also feed during the day. Civilized **Blood Fey** will hunt animals at night in a nearby forest or such as to not inconvenience their neighbors and family, while wild **Blood Fey** will stalk caravans at night or pick off stragglers between villages and towns, few wild **Blood Fey** even in their animalistic state of mind would risk attacking a village or town.

When threatened **Blood Fey** are feral, predatory creatures, and far more savage and beast-like than their human appearance suggests. They growl, hiss, snarl, and curl their lips back baring their teeth as signs of aggression when provoked. They also have a sense of self-preservation; when they are confronted with danger that proves too overwhelming for their capabilities, they will immediately evade the area, unless there is something holding them back.

Culture

TBA

Notable Blood Fey

- The Kingdom of Golden Oak Forest
 - The Celeste clan (Fey-fed)
 - TBA
 - The Darwin clan (Animal-fed)
 - TBA
 - The Edoardo clan (Animal-fed)
 - TBA
- The Kingdom of Night Ash Forest
 - The Dunkan clan (Fey-fed)
 - TBA
 - The Kieran clan (Fey-fed)
 - TBA
 - The Lorcan clan (Human-fed)
 - TBA
- The Republic of Mages
 - The Ambrosia clan (Fey-fed)
 - TBA
 - The Athanasia clan (Animal-fed)
 - TBA
 - The Ingrumangel clan (Human-fed)
 - TBA
- Wild Blood Fey
 - Flask (Hunts the lands of the NightAsh Kingdom)
 - Gorkrugg (Hunts the lands of the OakLeaf Kingdom)
 - Zesk (Hunts the lands of the Republic of Mages)

Trivia

- The **Blood Fey** like Stephenie Meyer's Vampires from the Twilight Series is based on the blood-sucking Fey races of the Sidhe and Boabhan Sidhe from Scottish and (I believe) Celtic mythology.
- **Blood Fey** reproduction is odd and rare as they are not created as result of bites or born as a product of natural reproduction at least in the case of which each other as Blood Fey don't naturally reproduce with each other and if they reproduce with another race it comes out as a member of the other race. The truth is that a Blood Fey is the result of a rare copulation between a High Vampire and a pure-blooded Archfey.

Categories



Community content is available under CC-BY-SA unless otherwise noted.



EXPLORE PROPERTIES

- Fandom
- Futhead
- Cortex RPG
- Fanatical
- Muthead

FOLLOW US

- f
- Twitter
- YouTube
- Instagram
- LinkedIn

OVERVIEW

- What is Fandom?
- Terms of Use
- About
- Privacy Policy
- Careers
- Global Sitemap
- Press
- Local Sitemap
- Contact

COMMUNITY

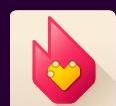
- Community Central
- Help
- Support
- Do Not Sell My Info

ADVERTISE

- Media Kit
- Fandomatic
- Contact

FANDOM APPS

Take your favorite fandoms with you and never miss a beat.



The Witcher Fanon Wikia is a FANDOM Games Community.

[VIEW MOBILE SITE](#)